PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00847

HYDRO THUNDER™

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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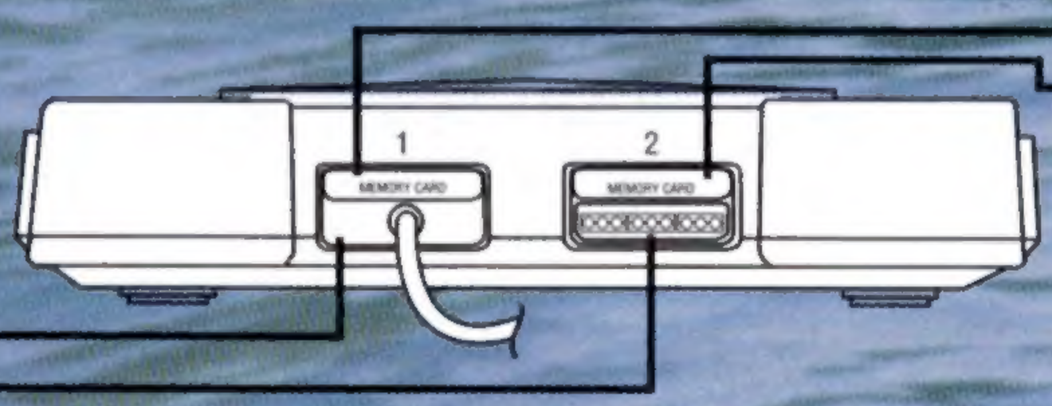
GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the (Hydro Thunder) disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

TOP VIEW

FRONT VIEW

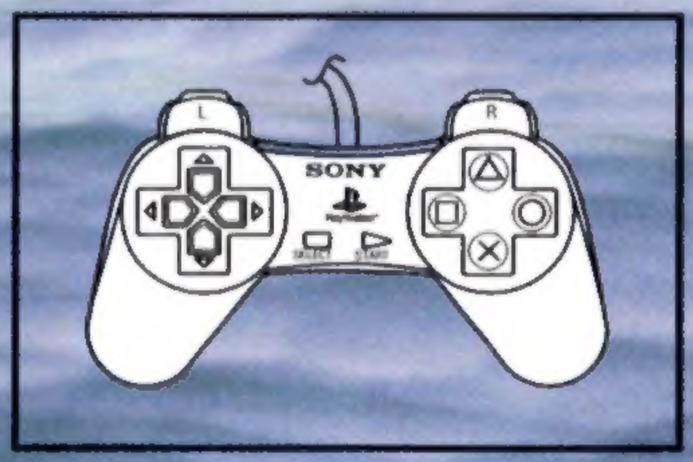


CONTROLLER

DUALSHOCK™ analog controller

L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
DIRECTIONAL BUTTONS
△ BUTTON
○ BUTTON
LEFT STICK
SELECT BUTTON
× BUTTON
ANALOG MODE SWITCH
□ BUTTON
START BUTTON
RIGHT STICK

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Pages 7 & 8.



THE H.T.R.A.

So, you have your own boat you say? You've tapped out your bank account and spent endless months building it out of state-of-the-art racing materials. You've tuned the specialized motors, refined the hull shape to perfection and won more races than you can count. You're at the top of the international boat racing game. Nobody comes close. You long for a challenge.

Then one day that challenge comes to you in the form of a sealed envelope with no return address. Only the words Hydro Thunder Racing Association mark the envelope. You open it. Inside, a single sheet of blue paper, with your name written upon it, simply states, "You have been chosen as a permanent member of the H.T.R.A." Below, a map and date are printed. The next secret race location!

Now, you've certainly heard of the H.T.R.A. There is no signing up with these guys. Nobody even knows who they are or on which watery location they'll race next. But if you're good enough and have what it takes to be one of them, don't worry, they'll find you. This underground clan of adventurous racing renegades doesn't let anything get in the way of their racing. No place is too sacred. No time is too dark. No unexplored waterway is too dangerous. No guidelines. No restrictions. No manners. No law. These guys are dead serious and have only one goal: Do anything to cross the finish line first.

H.T.R.A.™
UNLIMITED

MAIN MENU

Press START at the Title screen to access the Main Menu.

The Main Menu will let you do a variety of things. From here you can select from a 1 or 2-Player game, adjust the Sound Options, view High Scores, Save and Load games and even configure your Controller.

To select an item on the Main Menu, use the Directional buttons to highlight the item. After you have selected, press ⊗ to access the item's menu.

MAIN MENU

1.) 1-Player Game
2.) Controller Configuration Menu
3.) Memory card Menu
4.) 2-Player Game
5.) Game Options Menu
6.) High Scores
7.) Credits

CONTROLLER MENU

The Controller Menu allows players to choose from three different controller configurations. In order to change the controller configuration, both players (if two controllers are inserted) must enter the Controller Menu separately.

Using the Directional buttons, highlight the controller icon and press ⊗. Remember that both players must do this in order to change their controller configuration. Press Left and Right on the Directional buttons to view the three choices. When you have found the configuration you wish to use, press ⊗ to return to the Main Menu. The three controller configurations are as follows:

CONFIGURATION 1

STEER - Directional buttons or Left Analog Stick (if activated)
ACCELERATE - ⊗
BRAKE - ▣
BOOST - R1
CHANGE VIEW - △ or ◉
When Analog Mode is activated, the Right Analog Stick can be pressed Up for ACCELERATE and Down for BRAKE.

CONFIGURATION 2

STEER - Directional buttons or Left Analog Stick (if activated)
ACCELERATE - △
BRAKE - ⊗
BOOST - R1
CHANGE VIEW - L1
When Analog Mode is activated, the Right Analog Stick can be pressed Up for ACCELERATE and Down for BRAKE.

CONTROLLER MENU

CONFIGURATION 3

STEER - Directional buttons or Left Analog Stick (if activated)
ACCELERATE - R2
BRAKE - △
BOOST - R1
CHANGE VIEW - □ or ✕ or ○
When Analog Mode is activated, the Right Analog Stick can be pressed Up for ACCELERATE and Down for BRAKE.

When using the button corresponding with CHANGE VIEW, remember that Hydro Thunder features three different camera angles in which to race with. To view the different angles, press the CHANGE VIEW button to switch angles. Keep pressing the button until you have the view you want. The three camera angles are pictured below.

HIGH VIEW

PILOT VIEW

LOW VIEW

MEMORY CARD MENU

Hydro Thunder allows you to Save and Load games using your Memory card. When the Memory card is inserted into Memory card Slot 1 (see Page 3 for a diagram), highlight the Memory card icon at the Main Menu and press ⊗.

From this menu you can LOAD GAME, SAVE GAME or EXIT. Highlight your selection by pressing Up and Down on the Directional buttons and press ⊗.

Saving game information requires 1 free block on your Memory card. The Memory card will save your current progress in the game automatically. Information that will be saved includes High Scores, Sound and Controller Configurations, Tracks and Boats you have unlocked and Times you have recorded.

When you access the Memory card with a saved game already recorded and attempt to save another, you will be asked if you wish to OVERWRITE the currently saved game. Select YES or NO and press ⊗. When you overwrite a game, you will lose all previous information.

OPTIONS MENU

Located on the right side of the Main Menu you will find the following three sub-menus: the Game Options Menu, High Scores Menu and the Credits Menu. These all fall into the OPTIONS MENU. To select a sub-menu, highlight it using the Directional buttons and press ⊗.

GAME OPTIONS MENU

This menu consists of two different options, SOUND OPTIONS and CUSTOM OPTIONS. The first two (MUSIC VOL and EFFECTS VOL) are SOUND OPTIONS. Each can be adjusted by pressing Left (lower volume) and Right (raise volume) on the Directional buttons. MUSIC VOL will adjust the background music of the game while EFFECTS VOL adjusts the volume of the game's sound effects.

The last two options are CUSTOM OPTIONS. Each option has an ON/OFF meter. Pressing Left and Right on the Directional buttons will highlight the meter (in the ON or OFF position). VIBRATION FUNCTION activates the vibration level of your DUALSHOCK™ analog controller (if you are using one). HUD (Heads Up Display) will let you play the game with the display or without it. For information on the HUD, see Page 14 for the call-outs of each display.

When you have adjusted all of these options and are ready to continue, press ⊗ to accept the adjustments and return to the Main Menu. If you press △, you will return to the Main Menu without activating your adjustments.

OPTIONS MENU

HIGH SCORES MENU

Want to see the current high scores (best times) of the game? Highlight the icon with the Trophy/Checkered Flag and press ⊗. While in this menu, you can press Left and Right on the Directional buttons to cycle through each track in the game. Rankings 6-10 will be displayed first. After a second or two, Rankings 1-5 will be shown. You can also see who holds the record for the CIRCUIT (see Page 16) game mode. Instead of the fastest time, this is scored as the most money won.

CREDITS MENU

The names of everyone who helped make this game are listed here. Take a moment to check them out. You can also see them on Pages 28 and 29 of this manual.

Now that you've been briefed on what the different menus do, it's time to take to the waters and prove yourself. Make sure you read through the following sections of the manual because there's some useful information in here!

PLAYING THE GAME

The object of Hydro Thunder is simple: cross the finish line first, at all costs! Along the way, collect BOOST icons to enable your boat's specialized engines to fire up and propel you faster. Boost icons are located throughout all tracks. Some are hidden in secret areas of the track and some are even invisible! The following will give you an overview of everything you need to know to win the race.

GAME PROGRESSION

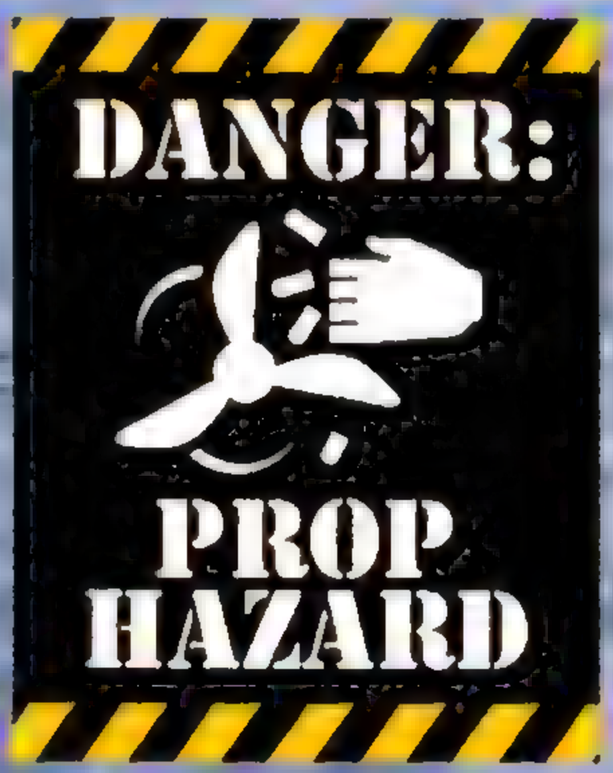
When beginning Hydro Thunder, you will only have access to 3 tracks and 3 boats. Both the tracks and boats are designated as EASY. If you complete each of these races and place First, Second or Third, you will gain access to the MEDIUM division boats and tracks. When racing on the Medium tracks, you must complete each race with a First or Second place finish to advance to the HARD division. Racing the Hard boats and Hard tracks takes a lot of skill. It is recommended that you really master the previous tracks before advancing to these challenging ones. You must complete each Hard track with a First place finish to access the special Bonus Tracks and Bonus Boats. There are a total of 4 Bonus Tracks and 4 Bonus Boats, if you're good enough to earn them.

When choosing a track, it's important to remember everything you can about it. Some tracks have numerous obstacles in the water, causing you to capsize or just slow down. If you're racing a track for the first time, be alert. Try and learn as much as you can about the track for future races. More information on the tracks in Hydro Thunder is available on Pages 19-22.

PLAYING THE GAME

BOAT SELECTION

Each boat in Hydro Thunder is unique. Not only in appearance, but also in control and overall performance. Some boats are faster than others, while some fly and take turns better. When selecting a boat, keep in mind which track you will be racing on. Every boat is listed in detail on Pages 23-26.



"MIGHTY HULL"

Developed by the H.T.R.A. (see Page 5), "Mighty Hull" technology is utilized by every boat in Hydro Thunder. When your boat's boosters are activated for a short period of time, your boat will flash. This means that the boat's Mighty Hull is activated. Use your Mighty Hull power to clear unwanted obstacles and opponents out of your course as you race to victory. Each boat is unique when it comes to Mighty Hull activation time.

BOOST ICONS

The tracks in Hydro Thunder are littered with Red and Blue diamond-shaped Boost icons. Each boost will cause your boat's engines to transform and enable your boat to travel faster as well as activate it's "Mighty Hull" power. Red Boost icons will give you 9 seconds of boost fuel. Blue Boost icons will give you 4 seconds of boost fuel. Use your boost sparingly as you never know when you'll need it. Use your boosters to help your boat take corners faster as well as clear any obstacles in your way!

PLAYING THE GAME

The next two pages will describe things when playing in ARCADE MODE. More information on game modes is available on Pages 16-17.

TIME AND BOOST WARNINGS

When racing against the clock, you must pass specially numbered buoys (checkpoints) that will give you more time. If your time is getting short, you will hear the announcer say "Time running low!", followed by a series of beeps when your race clock enters the single-digit range.

When running out of booster fuel, the announcer will say "boosters running low!", followed by another series of beeps when you're almost empty. Remember, keep an eye on your booster fuel!

PLAYING THE GAME

2-PLAYER GAMES

When playing a 2-Player game, Player 1 selects the track. At the Boat Selection screen, Player 1 chooses their boat first. After Player 1 has selected, Player 2 may select their boat. Shortly after Player 2 has pressed ⊗, the race will begin.

All of the on-screen information is the same as a 1-Player game. Just remember that Player 1 is on the top of the screen while Player 2 is on the bottom!

NOTE: ARCADE MODE is the only game mode (see next page) available when playing a 2-Player game.

PAUSING THE GAME

You can pause the game by pressing START. When the game is paused, you can choose to CONTINUE, RESTART LEVEL or QUIT GAME. Highlight each item by pressing Left and Right on the Directional buttons. To activate the selection, press ⊗. If you choose to quit a game, you will go back to the game's title screen.

GAME MODES

There are three different game modes in Hydro Thunder. After you have selected a 1-Player game, select the game mode you want to play and press ⊗. The information on this page and the next explains all three game modes.

CIRCUIT MODE

Circuit Mode turns a normal race into a dash for cash! In Circuit Mode, you start with a total of $1,500 in the bank. Each race requires that you pay a fee to enter the race. If you finish the race in the top three, you will win a cash amount. The amounts are: $3000 for First, $2000 for Second and $1000 for Third.

Circuit Mode is different from Arcade Mode in two ways. The first difference is that when you start a game in Circuit Mode you only have three boats to choose from (all three of the Easy level boats). You cannot change your boat during a Circuit Mode game. It is recommended you play Arcade Mode and save your information. This is the only way you can use a boat that is not from the Easy designation. The second difference is that when progressing to the next level of tracks, you don't have to place in a certain order. Simply finishing the race will allow you to advance to the next level of tracks.

The groups of tracks are split into four sections. Each section unlocked will display the track's name and what position you placed in (after you have raced on it).

GAME MODES

ARCADE MODE

Arcade Mode is probably the most difficult game mode in Hydro Thunder. Remember that Arcade Mode is the only game mode available in a 2-Player game. As mentioned on Page 12, the way to progress in the game is as follows:

EASY TRACKS: Finish in the top three positions to access the MEDIUM level tracks and boats.

MEDIUM TRACKS: Finish First or Second to access the HARD level tracks and boats.

HARD TRACKS: Finish in First Place for all three races to access the BONUS level tracks and boats.

BONUS TRACKS: There are four Bonus Tracks and four Bonus Boats in Hydro Thunder. Once again, you must complete every Hard level track with a First Place finish to unlock them.

TIME TRIAL MODE

Time Trial Mode lets you hit the water in a race against the clock. The object of Time Trial is to improve upon your old times or beat a current record time. Since there are no other boats on the water, you could also use this mode to practice before taking on the Arcade or Circuit Modes.

HYDRO STRATEGIES

As you gain experience in Hydro Thunder, you will find that each game is different, depending on your style of racing. Each boat in the H.T.R.A. lineup is unique in both appearance and overall performance. Each track is unique with its own shortcuts and tricks to mastering them. Practice does make perfect in this game. This page is devoted to some great tricks and pointers to help you along your path to victory!

BOAT DESIGN

You will notice that each boat is different. Some boats are designed to fly, while others are built for speed. Try to learn each boat's weaknesses and advantages. You will find that some boats are very easily knocked around by other boats, while some tend to do more of the knocking.

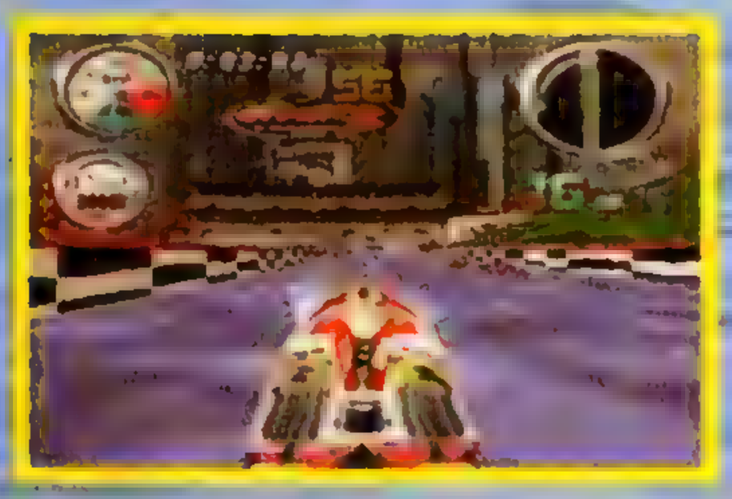
HYDRO JUMP

Each boat can use its boosters to propel into the air for a brief period of time. As your boat is moving forward (by holding down the Accelerate button), quickly let go and press the Brake button. Once you have activated the brake, immediately press the Boost button. This takes practice to learn, but is well worth the effort. Use the Hydro Jump to access out-of-reach boost icons and to gain entry into secret pathways. Some boats will travel through the air very well if you can master the Hydro Jump. Using the jump with these boats will allow you to cut seconds off of your course time.

MIGHTY HULL TECHNIQUES

When your boosters are activated for a short period of time, your boat will begin to flash. When it does, your boat's Mighty Hull technology has been activated. While your boat is flashing, you can ram other boats and send them flying into the air! Mighty Hull also helps to rid your path of annoying obstacles without crashing your boat.

EASY TRACKS



THUNDER PARK

Thunder Park offers a competition-style hydroplane raceway loop. This track and three others in the game are traditional racing (oval or circuit) tracks. Try to find the hidden 9 second boost on this track.

Note: When racing on a circuit track, each boost icon can only be picked up once.

LOST ISLAND

Located somewhere in the South Pacific, the Lost Island track offers a fast-paced trek through a volcanic island. Lush greenery, native villages, ancient ruins and numerous secrets await you!

ARCTIC CIRCLE

Gigantic ice formations and a variety of wildlife line this unique track. The race starts near a fishing village high above sea level, continues in a river that winds its way down a glacier, through water-carved ice tunnels until finally dropping you to the ocean for the remainder of the race.

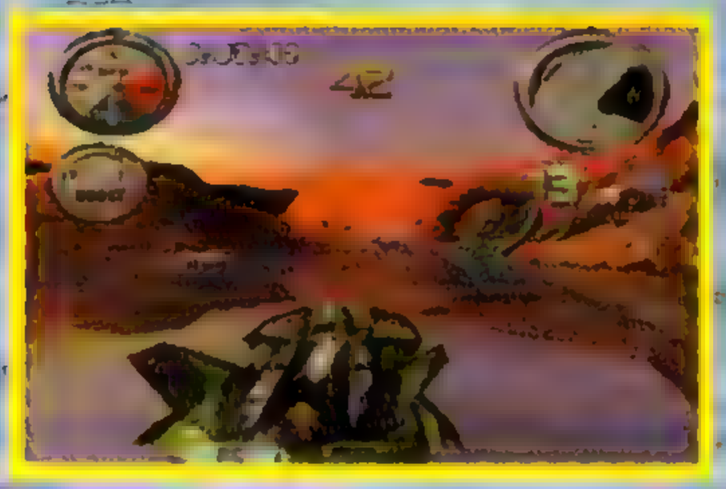
MEDIUM TRACKS

GREEK ISLES

The Greek Isles water track winds through both modern towns and ancient ruins, providing one of the most visually stunning tracks available. This is a bright and challenging track, highlighted by a downhill sliding finish.

LAKE POWELL

Lake Powell, located in Utah, is one of the largest man-made lakes in the world. With its gigantic narrow canyon walls, 1000-year-old Anasazi ruins and smooth water, it is the perfect place for a high-speed super-boat race. Unfortunately, the Utah State Police don't agree.



THE FAR EAST

The Far East track, located on a dark river deep in the misty mountains of China, offers a unique blend of challenging river racing and beautiful scenery. The river drops from the mountains into small villages, ancient brick canals and even through palace motes.

HARD TRACKS

SHIP GRAVEYARD

This deserted atoll was once a productive military shipyard. Now, endless numbers of forgotten, decrepit naval ships line the coast as far as the eye can see, forming a maze-like water raceway in and out of hollow steel hulls. Rough waves, shark-infested waters, stormy weather and the military police all await you!

VENICE CANALS

Ah, Venice. One thinks of lovers, romance and of course the ear-piercing roar of sixteen super-boat motors tearing through the moonlit canals! With its extremely sharp turns that never let up, Venice Canals is one of the most difficult tracks in Hydro Thunder.

NEW YORK DISASTER

A giant meteor has destroyed the Big Apple and flooded its once crowded streets. Sounds like a fun race, huh? Tear through the remains of the late city, avoiding what's left of the N.Y.P.D. and the countless submerged vehicles along the way, until you come crashing down to a tragic finish.

BONUS TRACKS

There are 4 Bonus Tracks total along with 4 Bonus Boats. In order to complete the tracks, you need to practice on them. Try to use a familiar boat, as opposed to using the bonus boat. They look cool, but sometimes it's best to race an old favorite. The following is a brief description of the 4 Tracks you'll hopefully unlock.

HYDRO SPEEDWAY

Set at night, Hydro Speedway is another circuit track in the game. With fast-paced excitement and boost icons at every turn, Hydro Speedway will test even the best racer. Like Thunder Park, Hydro Speedway also has a hidden 9-Second boost.

CATACOMB

Go full throttle through a mysterious cavern filled with crashed ships, sharp rocks and of course, the competition. Turn and Hydro Jump your way to victory, if you can. This is a circuit track, which means all boost icons can only be collected once during the race.

CASTLE VON DANDY

Journey to Scotland and take a watery romp through an abandoned castle. Steer around the moat and ancient graveyard to victory. Like Hydro Speedway and Catacomb, this is another bonus circuit track and boost icons can only be collected once during the race.

NILE ADVENTURE

Race through ancient pyramids and narrow waterways. This track features danger at every sharp turn. Giant snakes, dark corridors, falling sarcophagi and many more hazards await you! This is the arguably the most difficult track to win at in Hydro Thunder, but many feel it is the best track as well.

EASY BOATS

DAMN THE TORPEDOES

Damn the Torpedoes is a good introductory boat for racing. Although it is slower than most boats in speed and Mighty Hull activation time, it is ideal for the beginning racer.

MIDWAY

Very stable and not susceptible to being knocked around by other boats, Midway is another good choice for the beginning racer. Midway's weaknesses are its slow booster and Mighty Hull activation times.

MISS BEHAVE

Able to slice the water for better turning, Miss Behave is one of the smallest boats in the H.T.R.A. lineup. The boosters are slightly under-powered but Miss Behave's real strength lies in her ability to glide while in the air. With parts salvaged from a World War II aircraft, Miss Behave is the "flyer" of the beginning boats.

MEDIUM BOATS

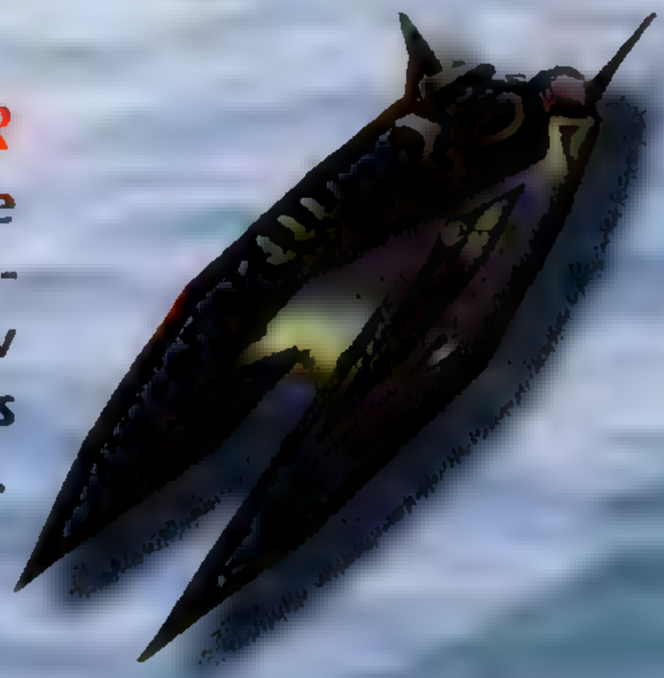
BANSHEE

Once a standard hydroplane, Banshee was altered for H.T.R.A. racing. Banshee is lightweight and easily knocked around by other boats, but once you've mastered the unique handling of the boat you may never choose another boat again!

TIDAL BLADE

Tidal Blade's sleek, dragster-like hull design allows it to slice through any water condition. When you have activated your Mighty Hull feature, use Tidal Blade's long bow to knock the competition out of the water. At times, if Tidal Blade gets bumped it can be hard to control and keep stable.

THRESHER

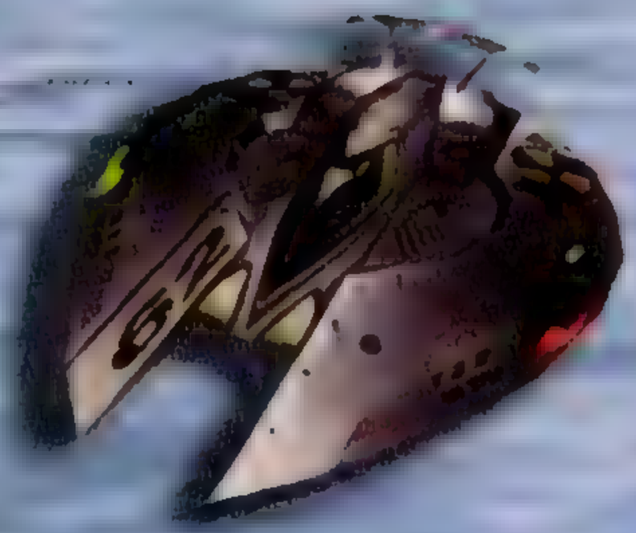


Known as the "caddy" of the H.T.R.A. lineup, Thresher is the easiest boat to control. Big and heavy, the boat is well balanced and is easy to steer. Although it has a fairly slow Mighty Hull activation time, Thresher's secret weapon is its ability to knock opponents around by using its heavy frame.

HARD BOATS

CUTTHROAT

Lightweight and as close to a military jet fighter as you can get, Cutthroat is one of the best boats in the H.T.R.A. lineup. Heavily altered and using "borrowed" military hardware, Cutthroat can soar off of H.T.R.A. ramps or other objects for great distances. Use this to your advantage. Even though it has an extremely fast Mighty Hull activation time, it is very light and easily tossed around by other boats.



RAD HAZARD

Created with scrap parts found outside U.S. Government Area 51 property, Rad Hazard is recommended for the most experienced racers. Use the boosters to help you take corners better. The fast Mighty Hull activation time helps to keep the competition away. Fast and powerful, Rad Hazard is a boat to reckoned with.

RAZORBACK

The most difficult boat to control in the H.T.R.A. lineup! Once thought of as a total design failure, Razorback was forgotten until an H.T.R.A. member learned the secret to mastering this fast and furious boat! With speed and Mighty Hull activation time like no other, Razorback is recommended for only the most experienced racers!

BONUS BOATS

These are the elite boats of Hydro Thunder. Only the best drivers will be able to race with them. These boats will become available as you beat all the bonus tracks.

If you are fortunate enough to race one of these, you will notice how different they are from the rest of the H.T.R.A. lineup. Since you are not authorized (yet) to view these boats, we can only show you their shadows.

Remember, once you gain access to these boats (if you can), save them to your Memory card to add them to your lineup!

HYDRO HINTS

Here's a few hints to remember when you take to the water. Keep in mind that every track is unique and each has its own shortcuts and dangers!

- Try pressing the Accelerate and Brake buttons a couple times at the countdown. If you perform a certain sequence, you'll get a 4 second Boost at the Start!
- Try going through caves and waterfalls. Not only are there a bunch of short-cuts, but you'll find a lot of Boost Icons as well!
- Look for the hidden 9 Second Boost on the Thunder Park track as well as the Hydro Speedway bonus track!
- Beware of underwater debris!
- Learn the Hydro Jump! It is essential!!!
- Jumping in the Nile Adventure track will lead to great things!
- Remember that when racing on an oval or circuit track, Boost Icons can only be collected once during the race!
- WATCH YOUR BOOST FUEL CLOSELY!!!

CREDITS

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